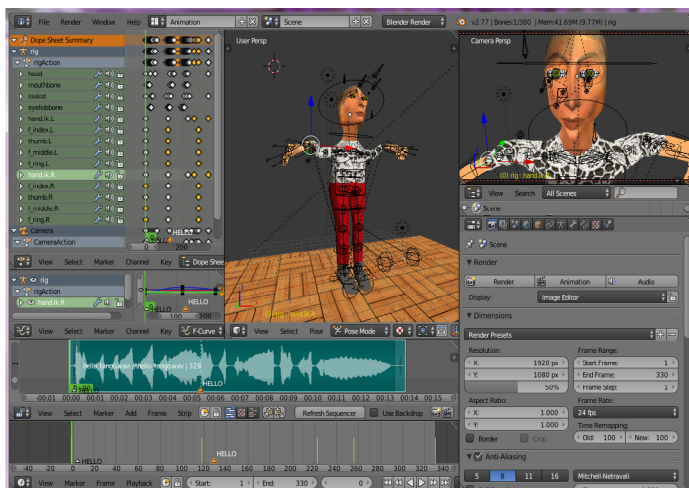
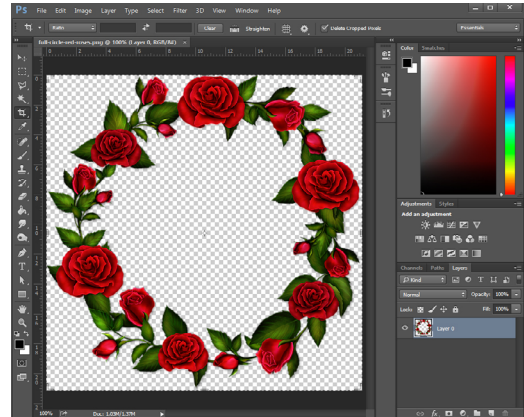


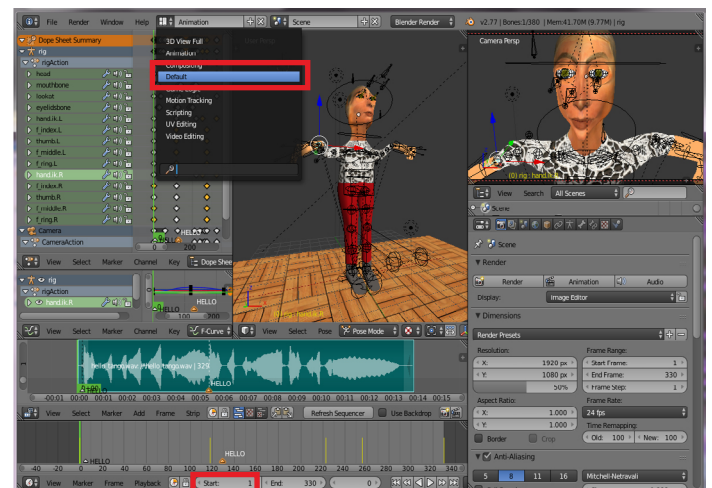
# Blendan foreground p. 1

Blendan can need some foreground. Why not a rose wreath?

You can model it but much easier is to use an image. You can use a .png-image with transparent parts

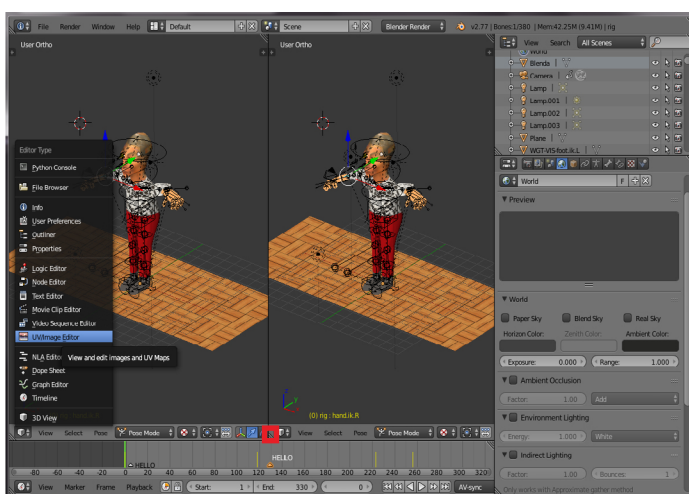


The animation of Blendan looks like this.

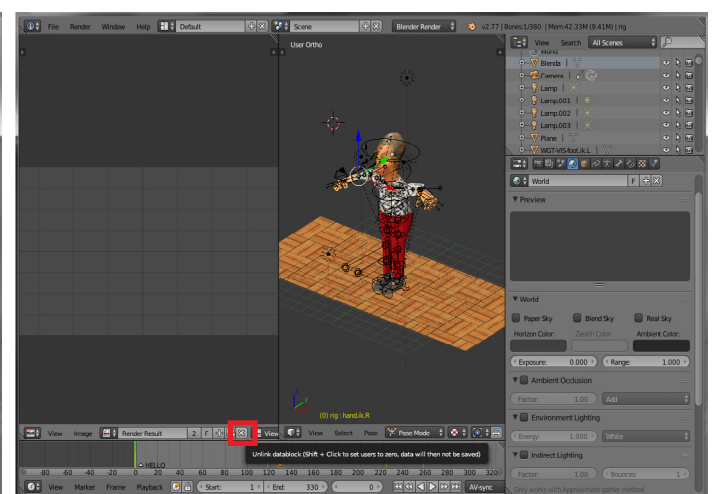


Go to frame 1.

And you can change to Default view to import the foreground image.

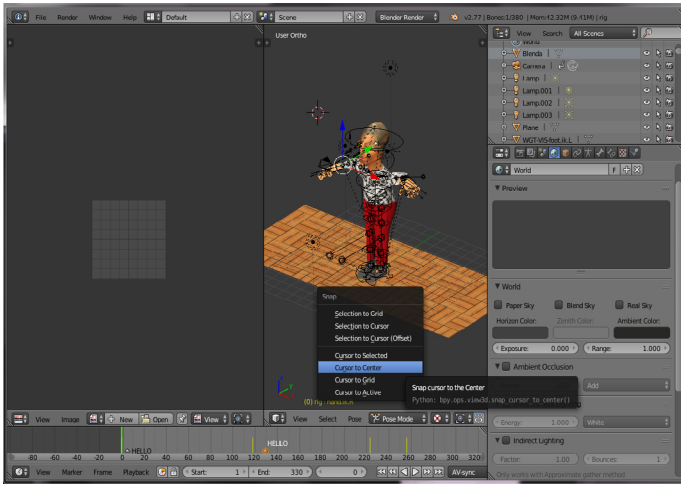


Drag in the lower left corner to create a new window. Choose to make the new window to an UV/Image Editor window.



If you have got an image window you have to delete it before importing an image.

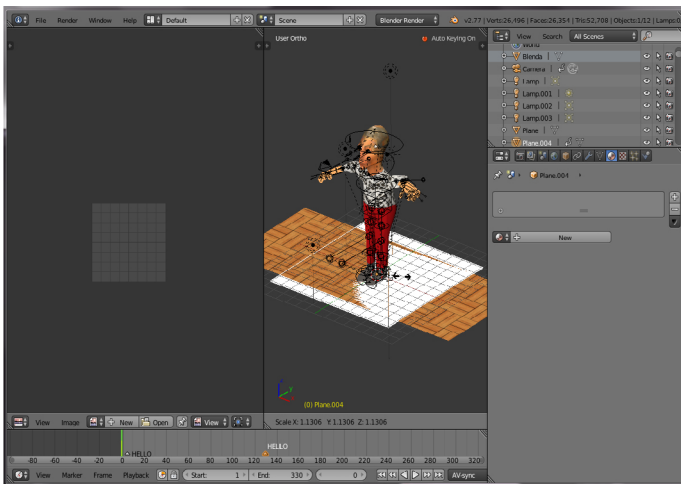
# Blendan foreground p. 2



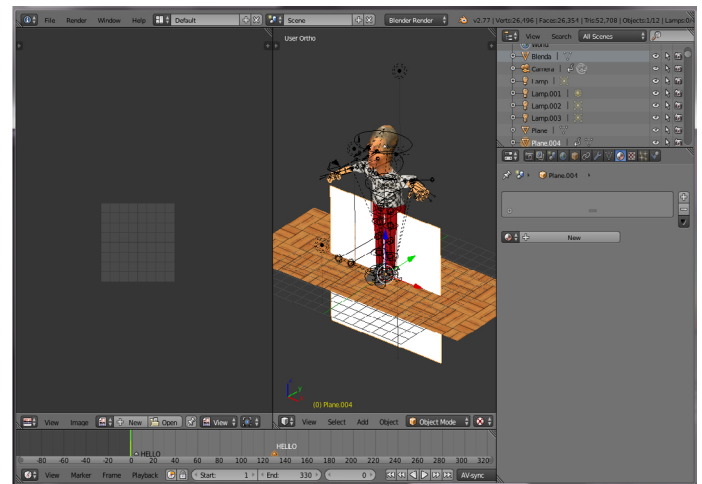
To place the foreground image you have to have a plane.  
SHIFT+S and from the menu choose: Cursor to Center.



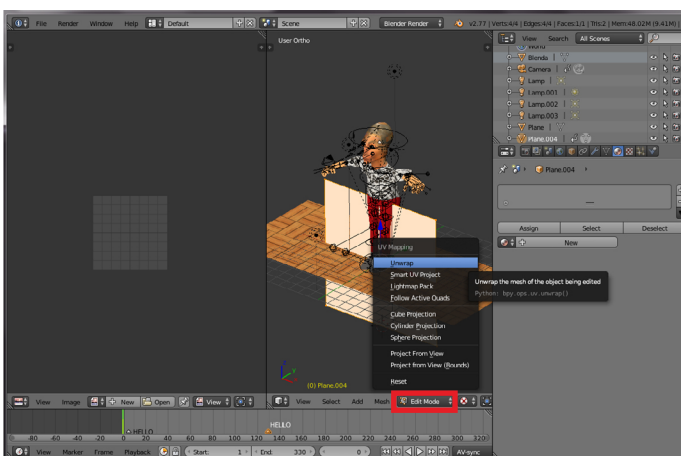
SHIFT+A and from the menu Mesh > Plane and you can create a XY-plane in the middle around Origo



S to scale the plane.



RX90 to rotate the plane 90degrees around the X-axis



Right click the plane to choose it. Choose Edit Mode. U-key and choose Unwrap.

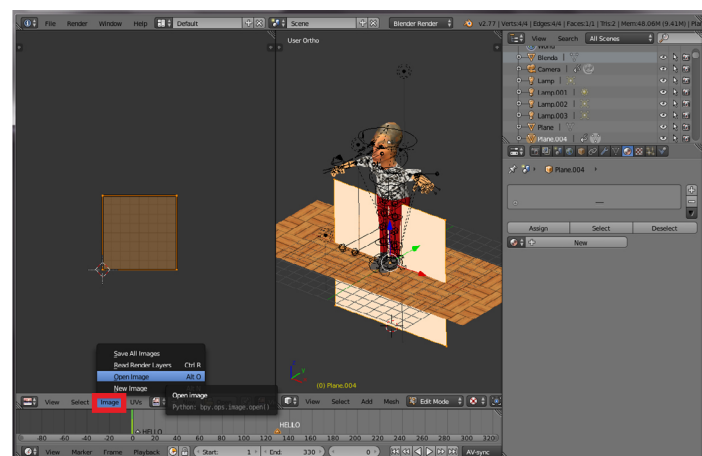
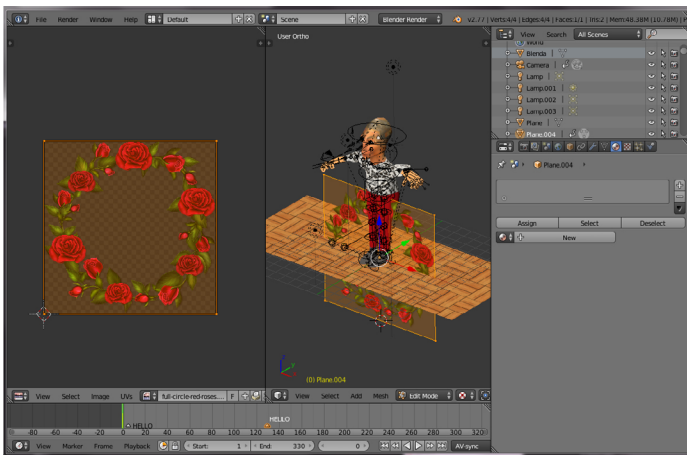
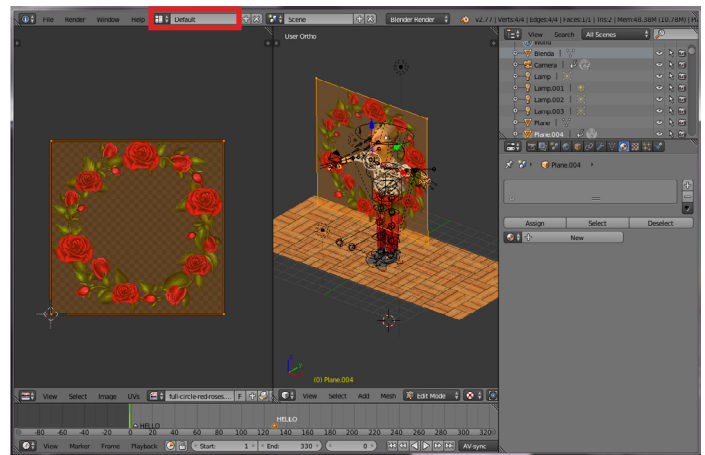


Image > Open Image to open the foreground image.

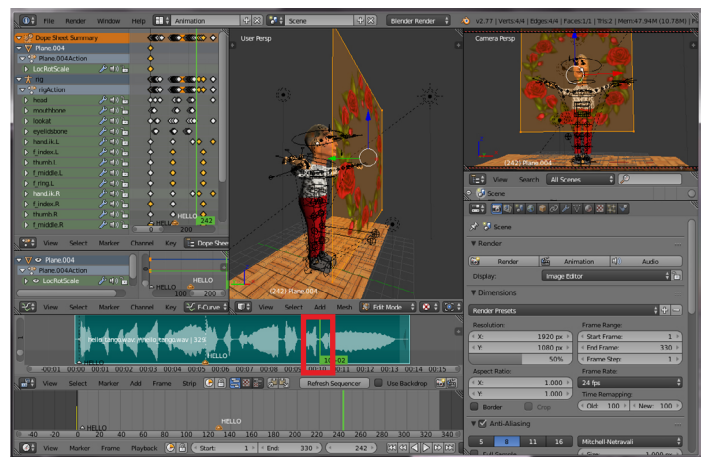
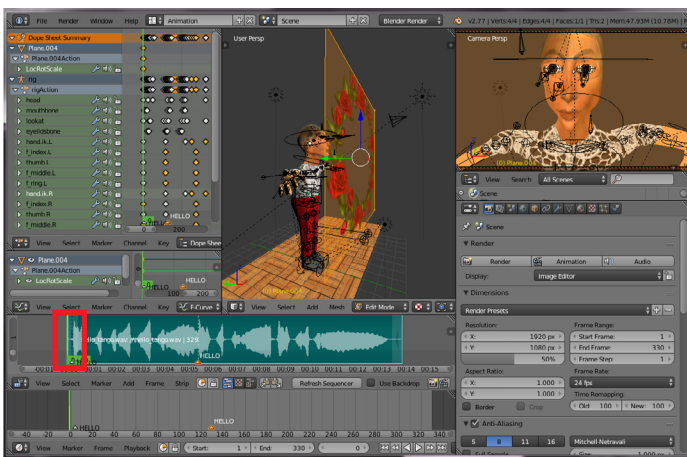
# Blendan foreground p. 3



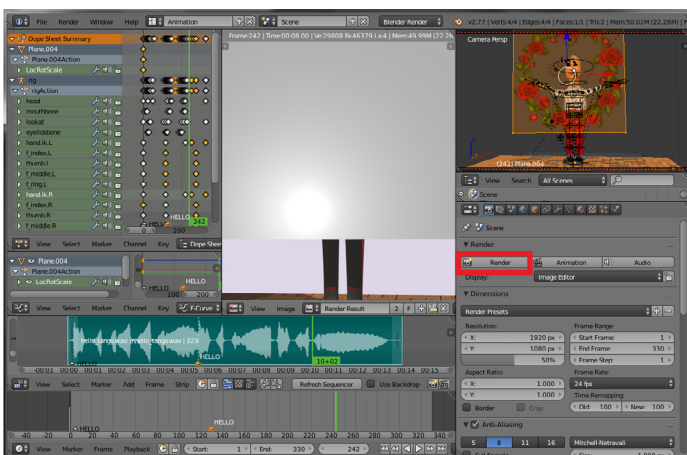
You can move the plane to place it somewhere in front of Blendan.



You can go to Animation to continue.



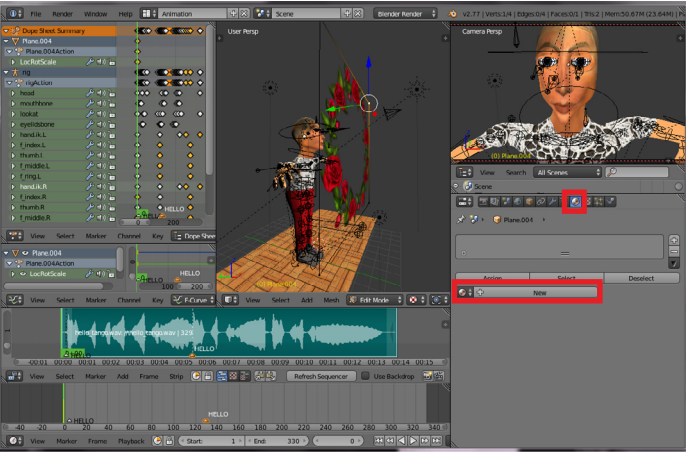
Move along the timeline to see that the plane with the image is placed on some good place.



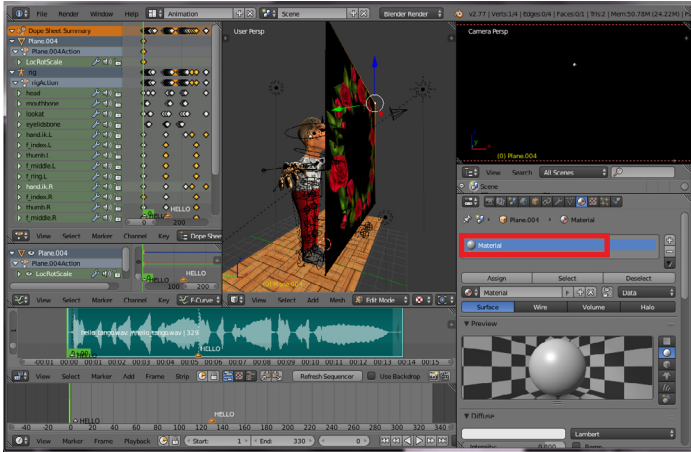
If you render an image you can see that foreground image is not transparent.



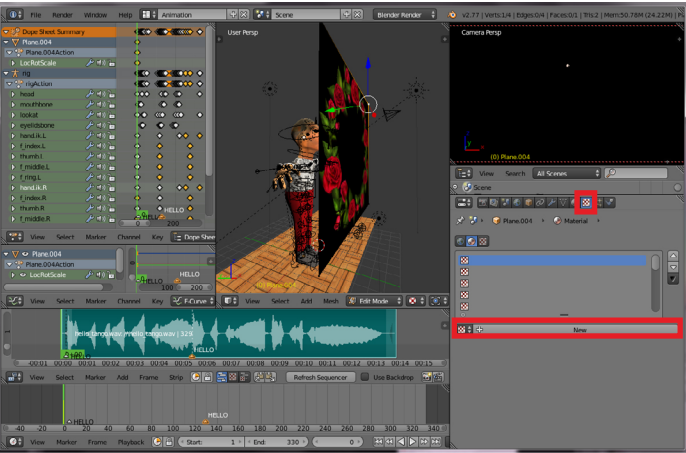
# Blendan foreground p. 4



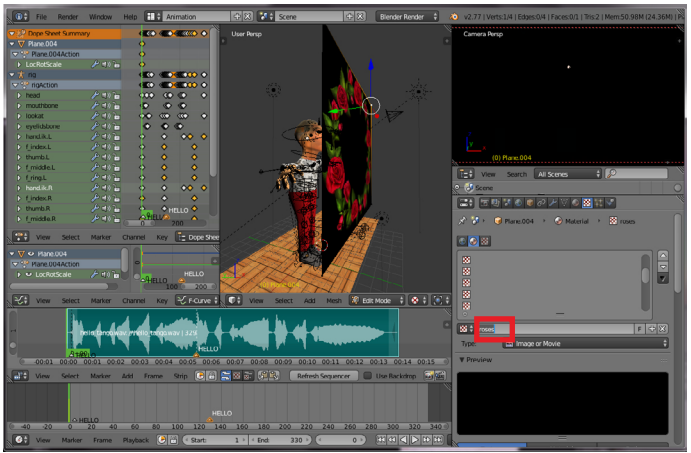
Make a new Material.



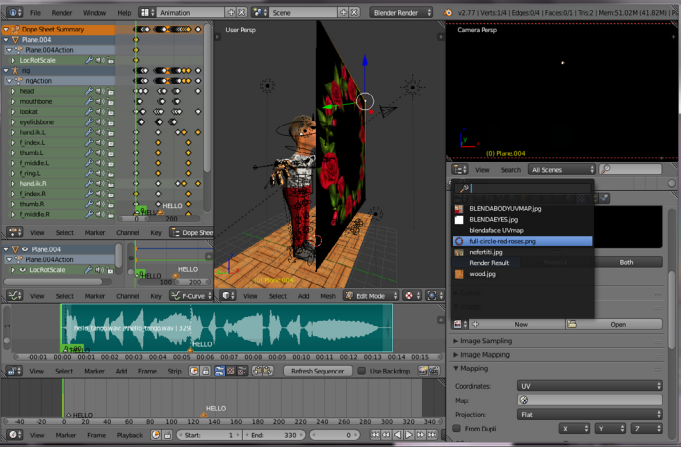
The new material



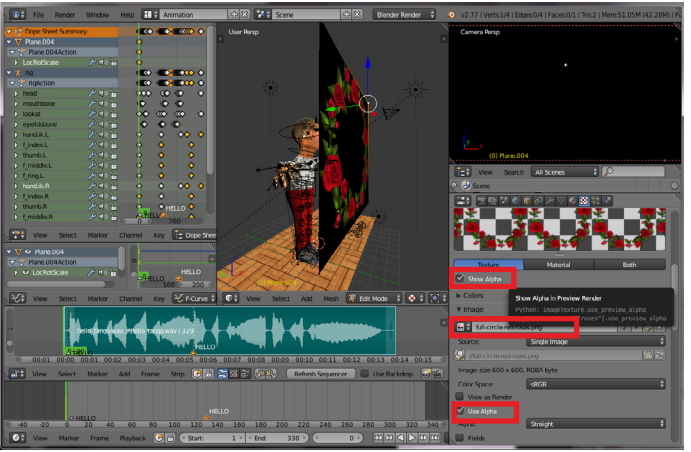
Make a new Texture



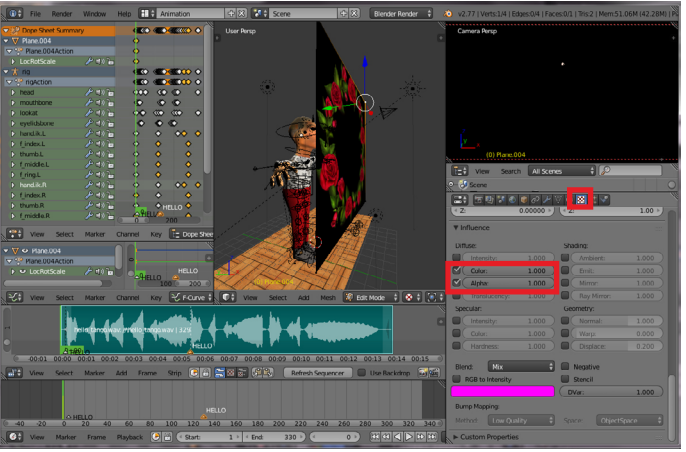
You can name the Texture to something eg roses



You can choose the foreground image



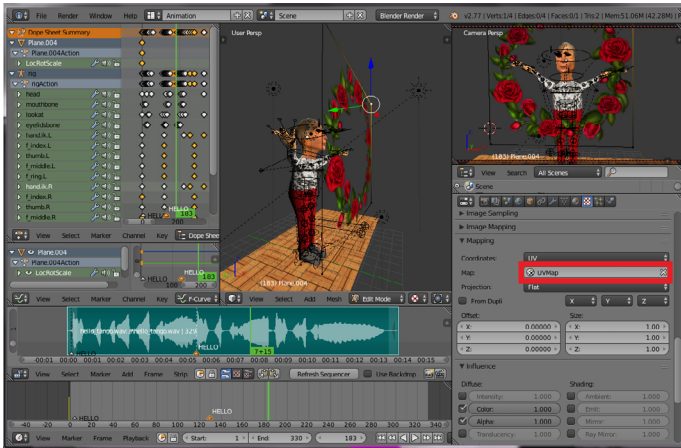
Use Alpha



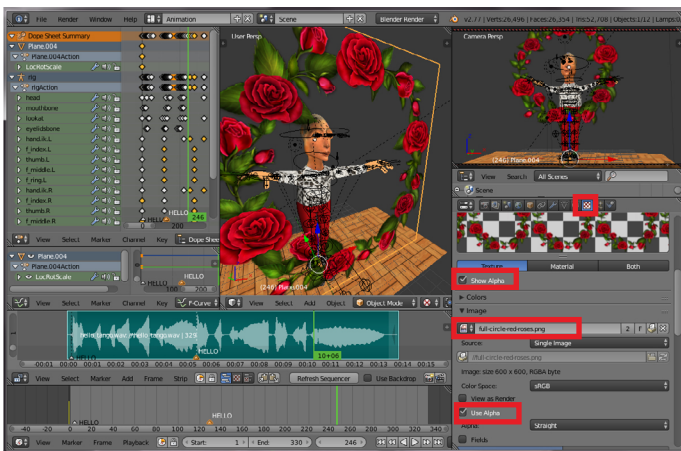
Use Alpha



# Blendan foreground p. 5



Choose UVMap



Choose Alpha



Shadeless

Transparency

Alpha 0.000

And you can render the animation